

## **ABSTRACT OF THE DISCLOSURE**

1 An apparent game of skill or knowledge is used as a secondary  
2 event bonus game which is won by the player during the play of  
3 a conventional gaming machine. A gaming machine is played  
4 and, upon the occurrence of a predetermined outcome of the  
5 gaming machine, the player wins an opportunity to play the  
6 secondary event bonus round game. The computer controls of  
7 the electronic gaming machine select the amount of the award  
8 to be won by the player during the play of the secondary event  
9 game. The player then plays out the secondary event game,  
10 which appears to the player to be a game of skill or  
11 knowledge. Regardless of how the player fares during the play  
12 of the secondary event game, the play of the secondary event  
13 game continues until the player has achieved the predetermined  
14 amount that was selected by the computer controls.